Sprite Extractor Tool

Created by Uee

Import Sprite Extractor Package

You need to import the Sprite Extractor Package to a new Unity Project or to one that already exists.
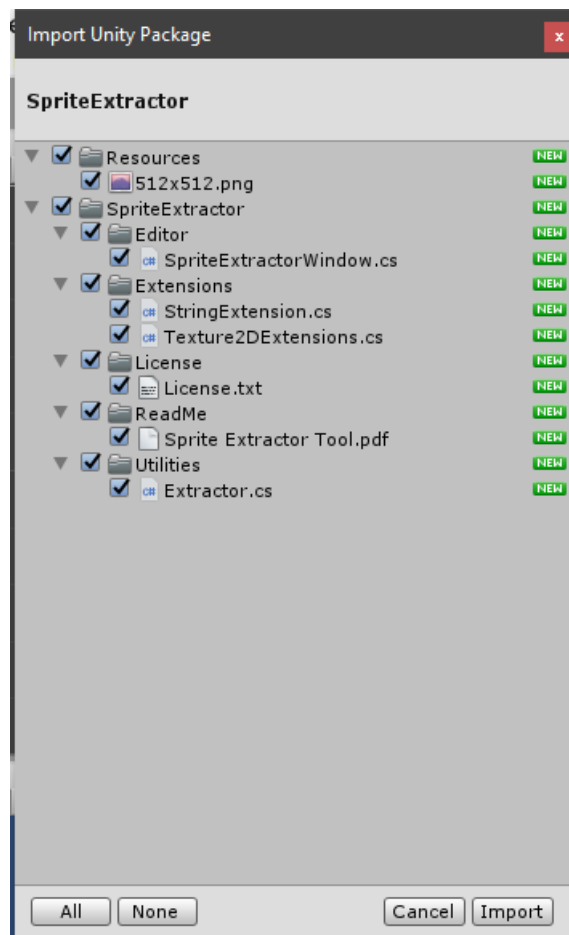

Figure 1: Import Sprite Extractor Tool

Sprite Sheet Settings

Required Settings:

- Sprite Mode – Set to **Multiple**
- Read/Write – Set to **True**, however it is not required.

Extra White Space Settings:

- For Extra White Space around your Sprite set Mesh Type to Full Rect otherwise,
- For No Extra White Space around your Sprite set Mesh Type to Tight.

Once you have at least set your Sprite Mode to **Multiple** you can Apply your **Changes** and **Click** the Sprite **Editor** button.
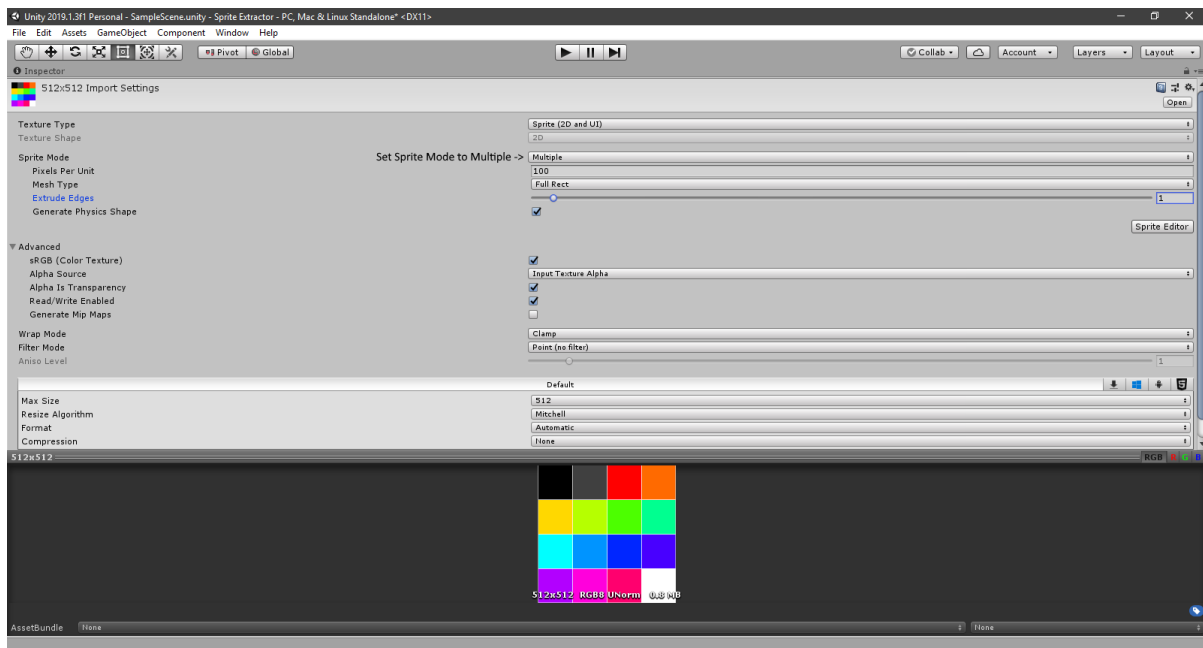

Figure 2: Extra White Space Settings

Figure 3: No Extra White Space Settings

Sprite Editor Settings

In the Sprite Editor you need to do either one of the following:

- Manually Select the Regions of your Sprites that you wish to Extract or
- Use one of the Slice Settings – Automatic, Grid by Cell Size or Grid by Cell Count to specify the Regions of the Sprites.

It is important that you know before hand the Dimensions of each individual Sprite and/or the Number of Sprites in each Column and Row if you want the best possible outcome.
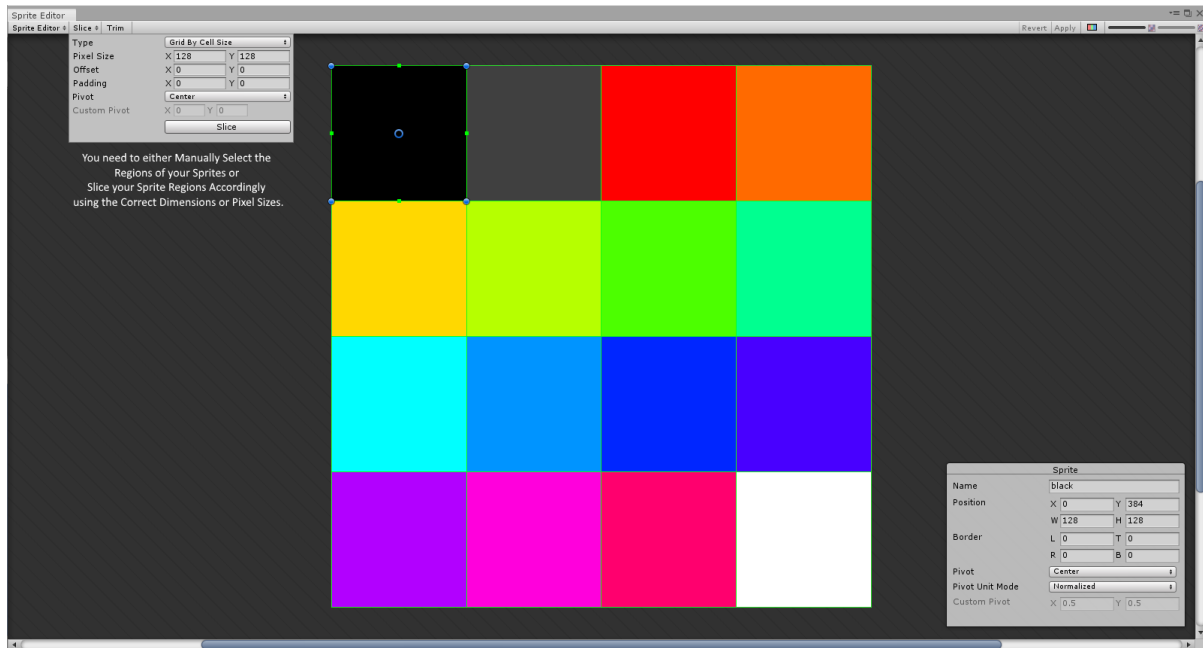

Figure 4: Sprite Slicing

Opening the Sprite Extractor Window

You can find and open the Sprite Extractor Window by navigating to Window – Sprite Extractor as seen below.
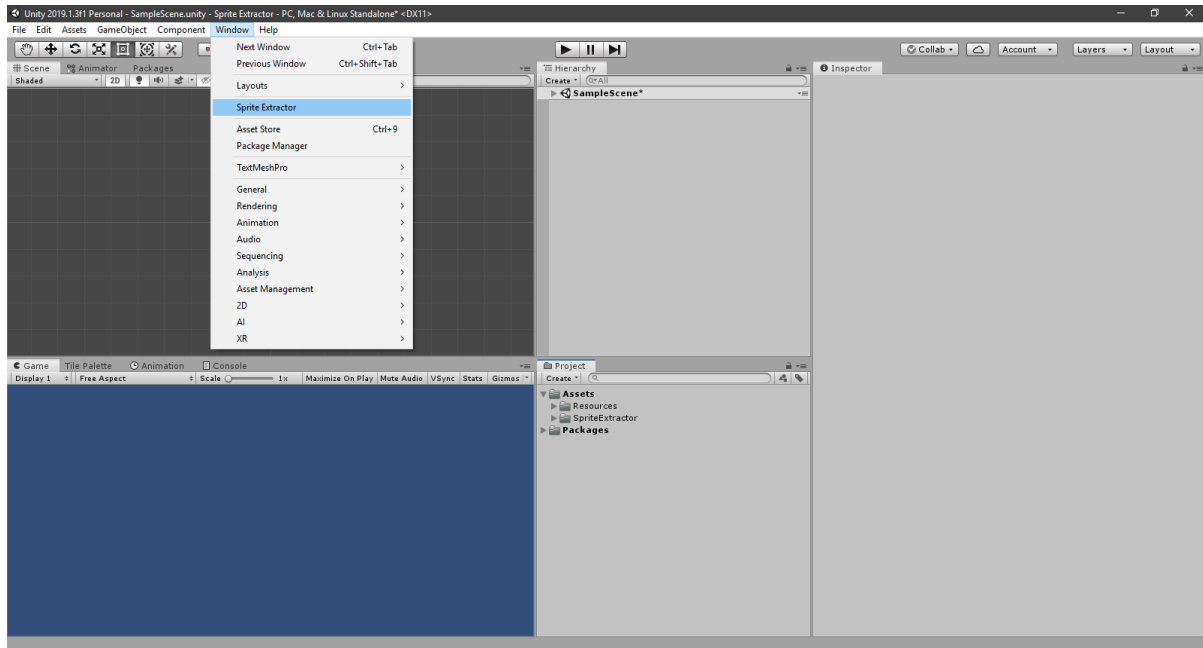

Figure 5: Sprite Extractor Window

Sprite Extractor Window

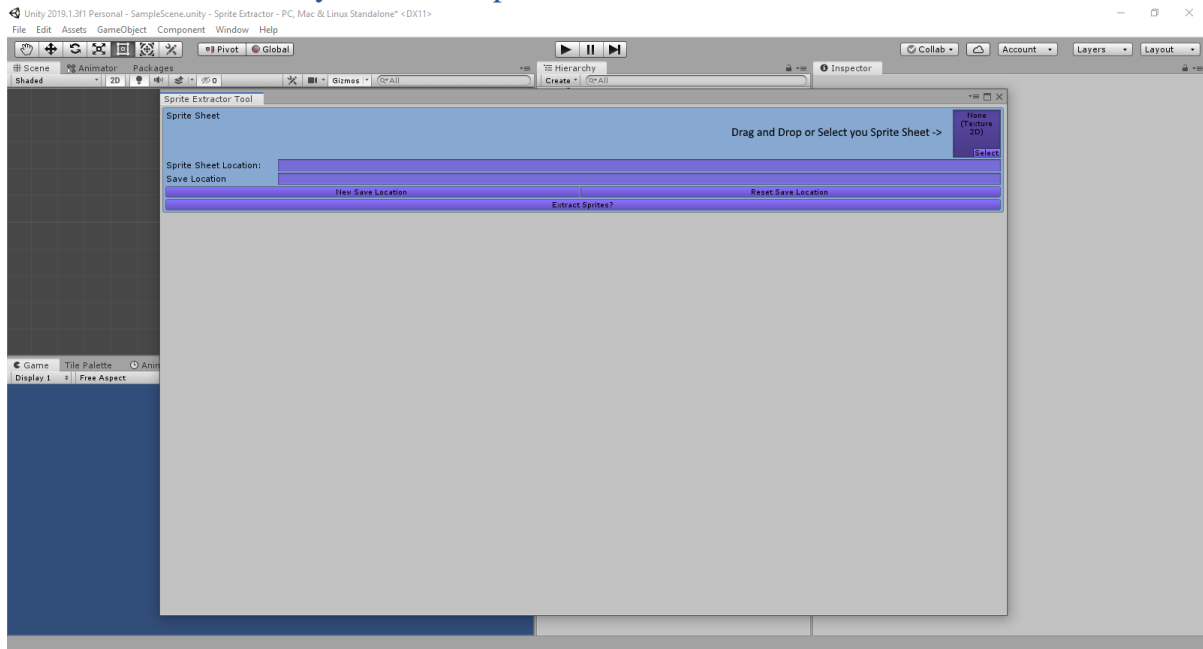## 1. The Default Layout of the Sprite Extractor Window

Figure 6: Default Sprite Extractor Window Layout
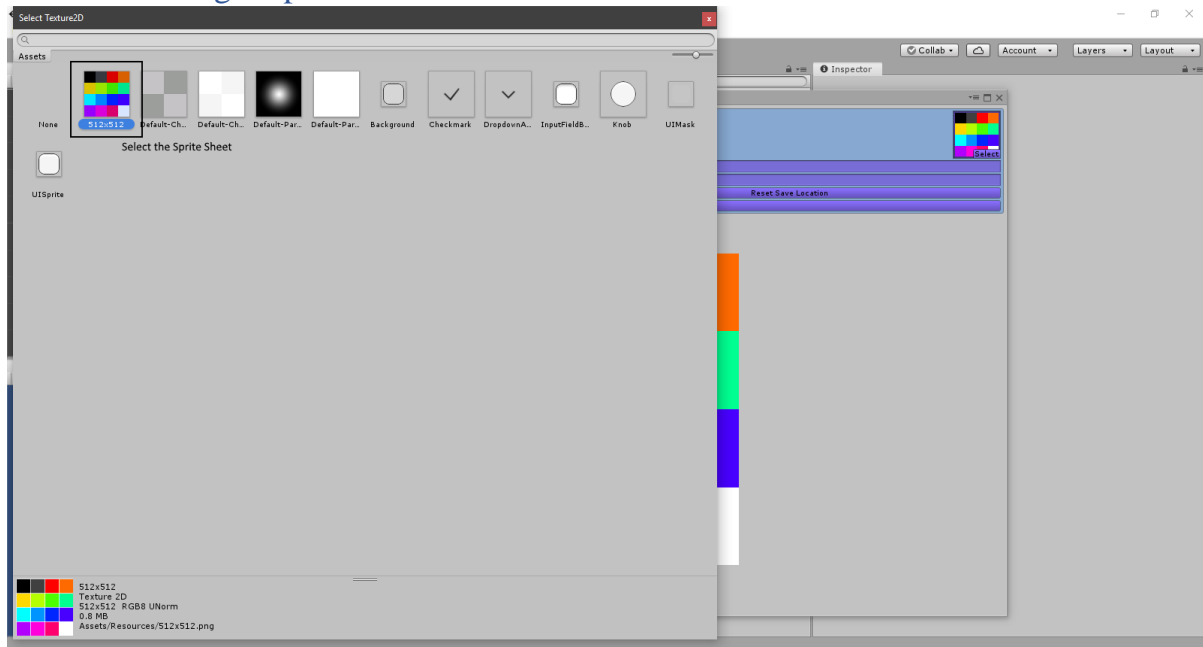
2. Selecting a Sprite Sheet to work with.

Figure 7: Selecting a Sprite Sheet

3. The different available options.

a. Choose a Different Save Location.

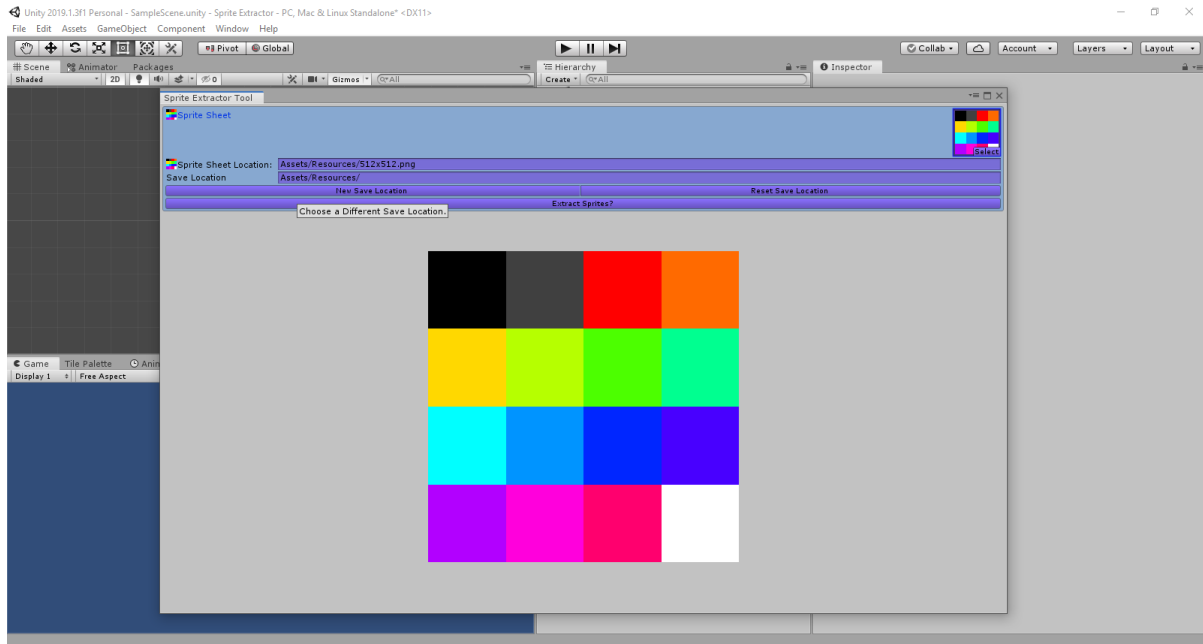This option allows you to choose a different Folder Location to Where the Extracted Sprites should be Saved.

Figure 8: Save Location Option

b. Reset Save Location.

This option allows you to Reset the Save Location of your Sprites to the Same Location of the Parent Sprite Sheet.
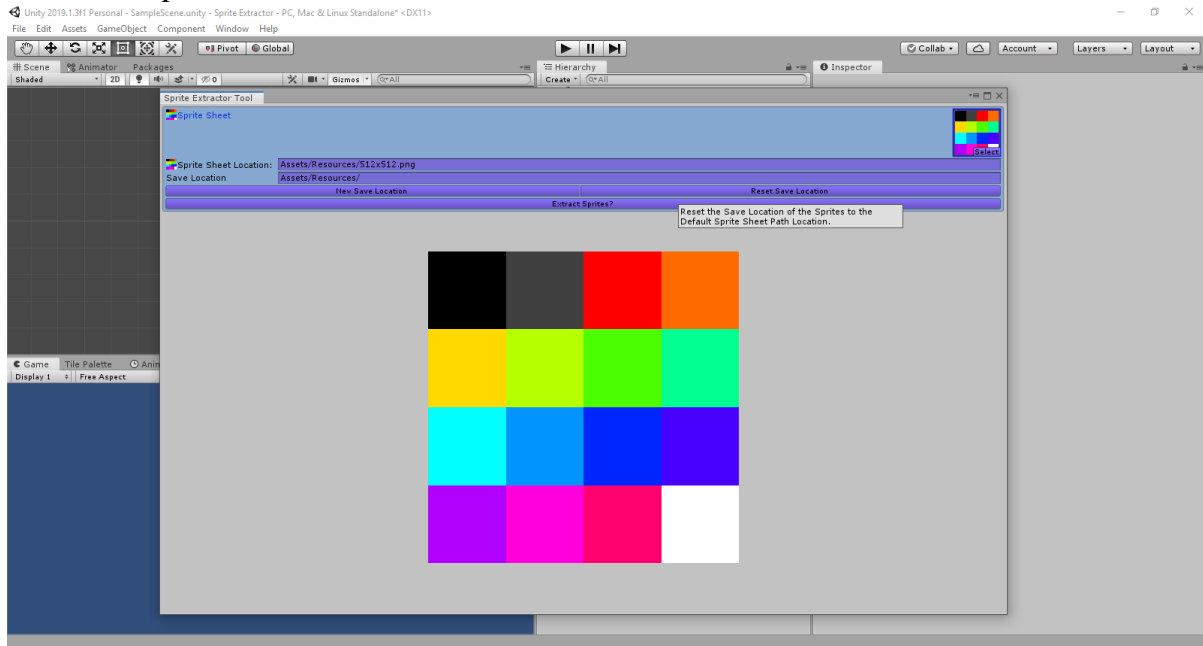

Figure 9: Reset Save Location

c. Extract Sprite.

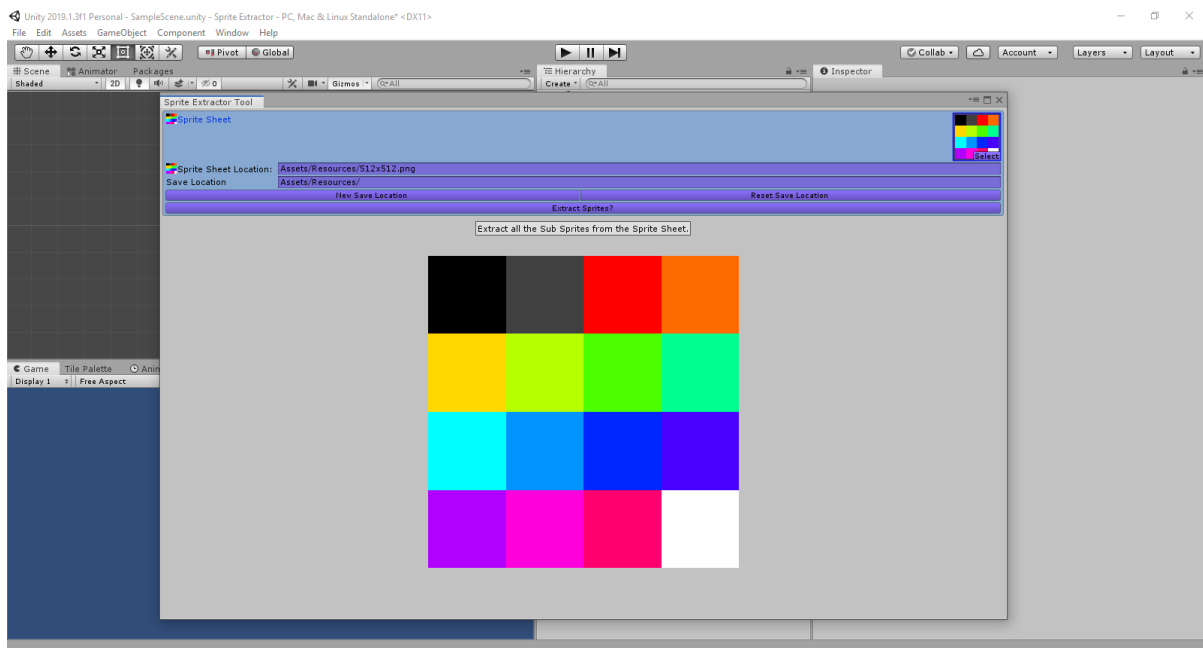This option will extract all the Sprites from the Parent Sprite Sheet.

Figure 10: Extract Sprites

Viewing your Extracted Sprites.

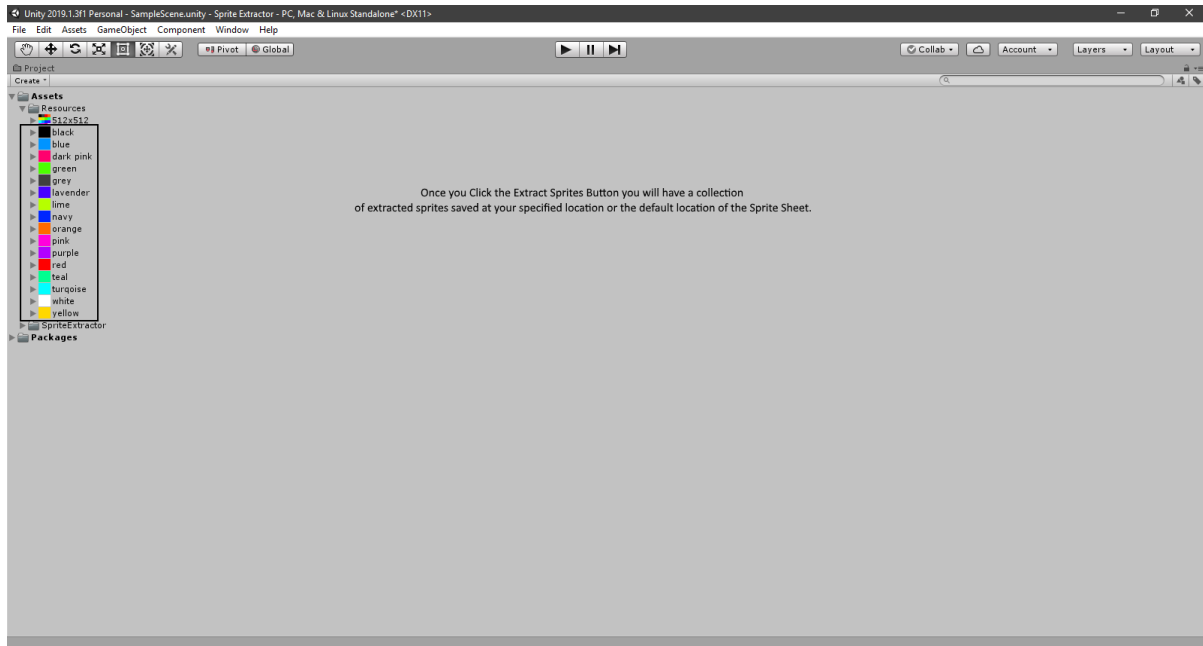You can view your Extracted Sprites by Navigating to the Save Location of your Sprites. In this case we navigate to the Resources Folder.

Figure 11: View all Extracted Sprites